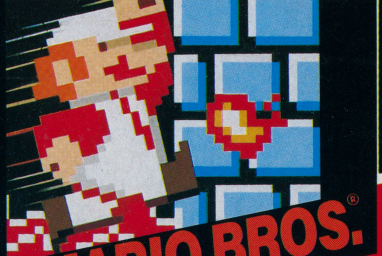
DUCK HUNT®



SUPER MARIO BROS.®

Nintendo ENTERTAINMENT SYSTEM®

INSTRUCTION BOOKLET

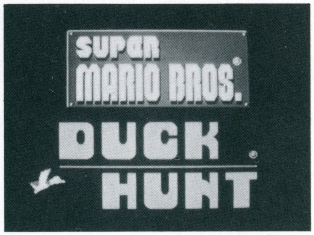
THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS APPROVED AND GUARANTEED THE QUALITY OF THIS PRODUCT

NES–MH–USA

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo Entertainment System® Super Mario Bros.® & Duck Hunt® Pak.

GAME SELECTION



- When you turn the system power switch on, a screen like that to the right will appear.
- Use the SELECT button to choose the game you want to play.

* When you select a game, Mario will appear on the screen for the Super Mario Bros., or a duck will appear for Duck Hunt.

- When you have decided on the game you want to play, press the START button and a demo screen will appear.

* Refer to the game's starting procedure before starting.

CAUTION

To return to the game selection screen once the game is over, either press the RESET button or turn the power switch off and then on again.

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OBJECT OF THE GAME/GAME DESCRIPTION

One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin.

The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.

Mario, the hero of the story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People.

You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

©1985 Nintendo

1. PRECAUTIONS

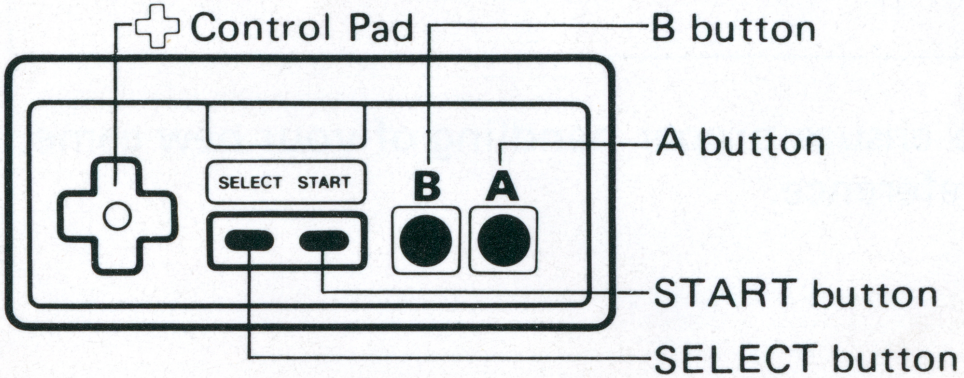
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

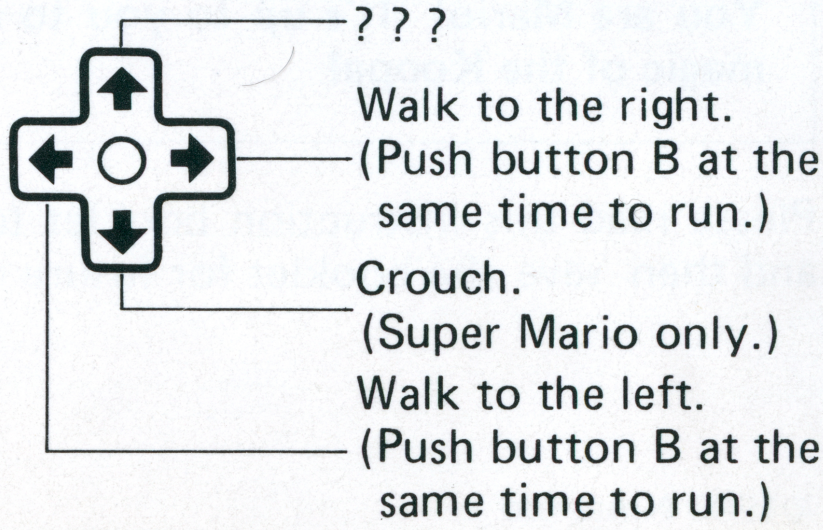
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.
This game has been programmed to take advantage of the full screen.
some older model T.V.s have rounded screens and may block out a portion of the image.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/ Controller 2 * **Controller 1** – for 1 player game
* **Controller 2** – for second player in 2 player game

Control pad
moves Mario (Luigi):





A button

Jump ..... Mario (Luigi) jumps higher if you hold the button down longer.

&

Swim ..... When you're in the water, each press of this button makes you bob up.

* Don't get too lazy about swimming or you'll get pulled under by the whirlpool at the bottom of the screen.

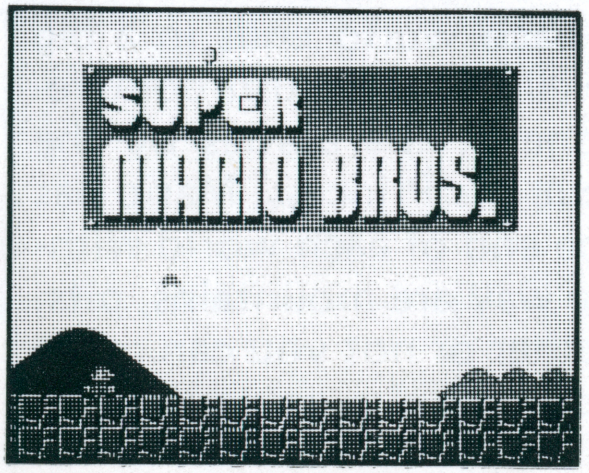
B button

Accelerate ... Press this button to speed up, then jump and you can go all the

& higher.

Fireballs ..... After you pick up the fire flower, you can use this button to throw fireballs.

SELECT button



Use this button to move the mushroom mark to the game you wish to play.

START button

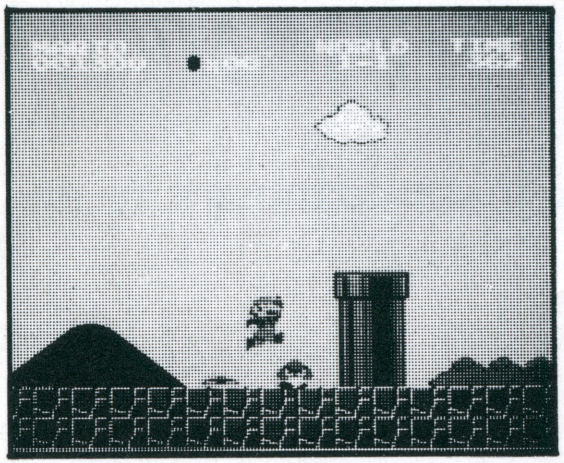
Press this button to begin.

Pause:

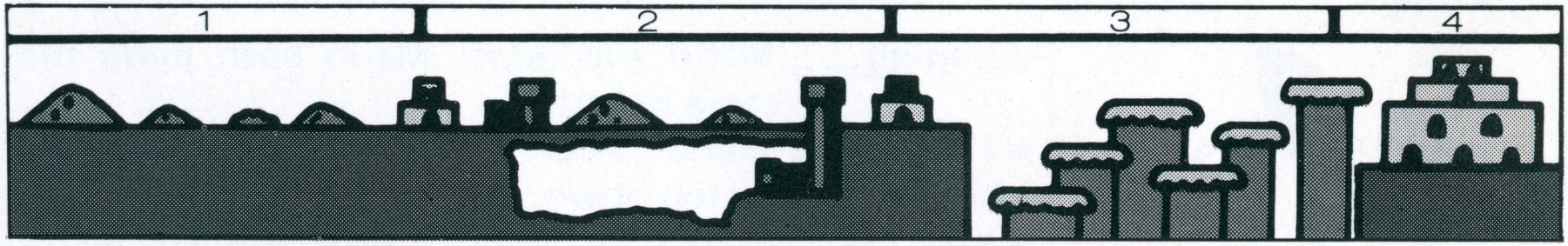
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

* The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

3. HOW TO PLAY



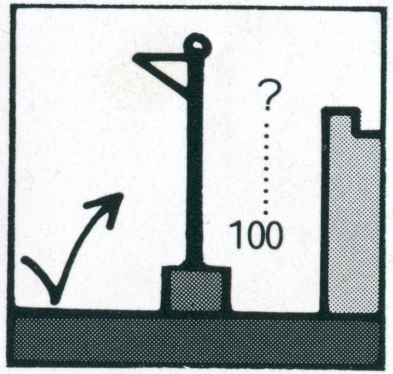
As this game proceeds the screen gradually advances to the right. The Mushroom Kingdom is made up of a number of worlds, and each world is divided into 4 areas. The fourth area of each world ends in a big castle. The Princess, as well as her mushroom retainers, are being held in one of the castles by the turtle tribe. In order to rescue the Princess, Mario has to make it to the castle at the end of each world within the given time. Along the way are mountains, pits, sea, turtle soldiers, and a host of traps and riddles. Whether or not you can make it to the last castle and free the Princess depends on you. You're going to need sharp wits and lightning reflexes to complete this quest!



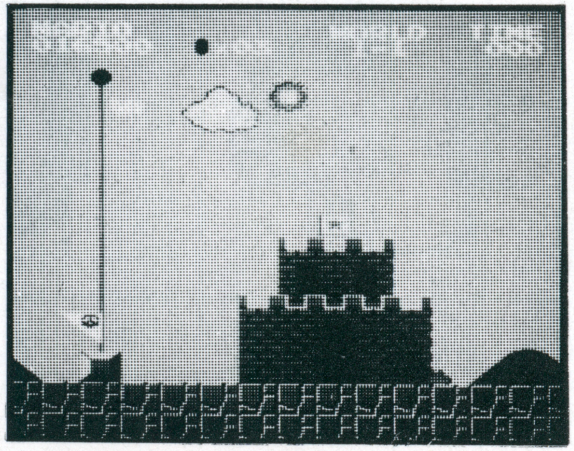
Starting position and time progress

- At the beginning of the round, play starts from the beginning of the area; however, once Mario gets about halfway through an area, he doesn't have to go all the way back to the beginning after getting done in by one of the bad guys.
  * When you get to the last castle, you start the game over from the castle entrance.
- When play starts, the clock in the upper right of the screen starts ticking away. Any time left on the clock when you get to the end of each area is added to your score as bonus points.
  * There is no remaining-time bonus when you get to the very last castle.

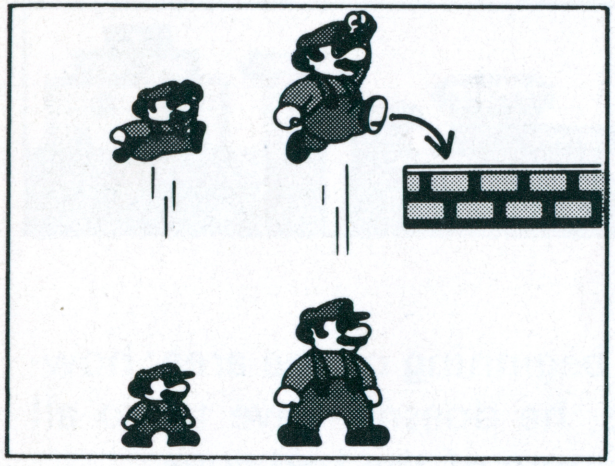
Finish Area



- At the end of each area there is a small castle, but before you get to the castle you have to go up a big staircase and jump onto a flagpole. The higher you jump onto the flagpole, the higher the bonus you receive.



Pointers

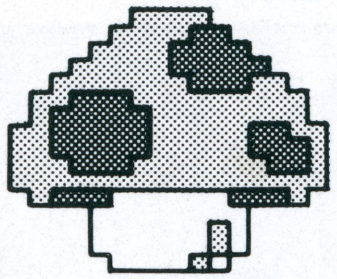


Jumping.....Mario and Super Mario both jump the same height.

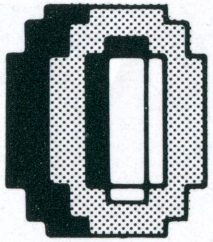
- The height Mario jumps depends on how long you hold the A button down.
- You can use the ✣ control pad to make Mario hook to the left or right even in mid-air!
- Pushing the B button makes Mario speed up, and when Mario is speeded up he can jump higher.

Bonus Prizes

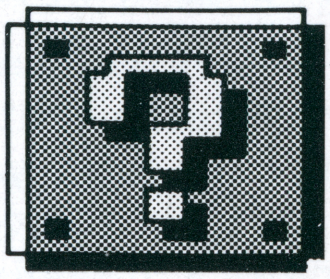
- If Mario picks up 1 up mushroom, he gets an extra life.
- If Mario picks up 100 coins, he gets an extra life.
- In addition, there are other ways to get an extra Mario.



1 up Mushroom



Coin



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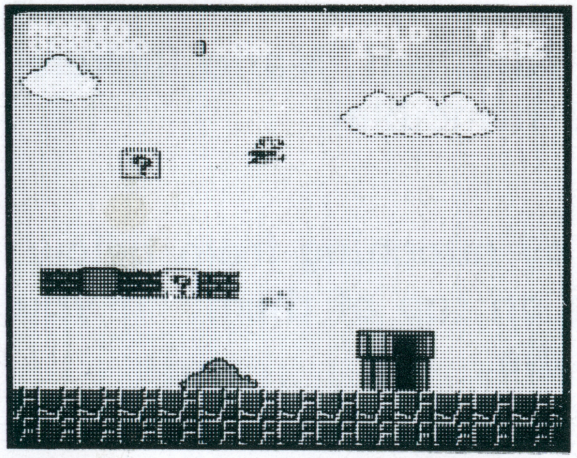
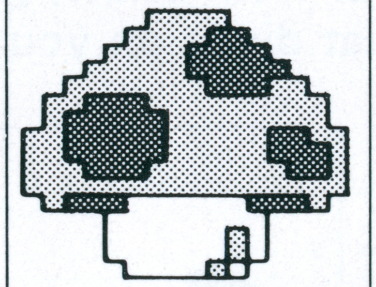
Mario, Super Mario, Invincible Mario, etc.

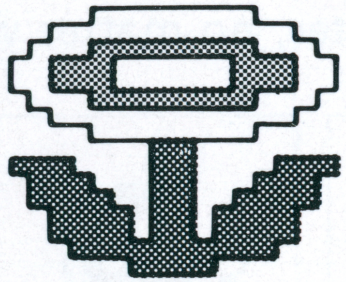


Mario's Friends

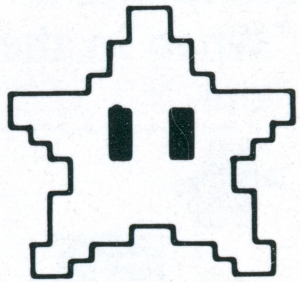
If you come across mushrooms who have been turned into bricks or made invisible, they reward you by giving you a power boost. With each boost Mario changes into a different, more powerful Mario, as shown below.



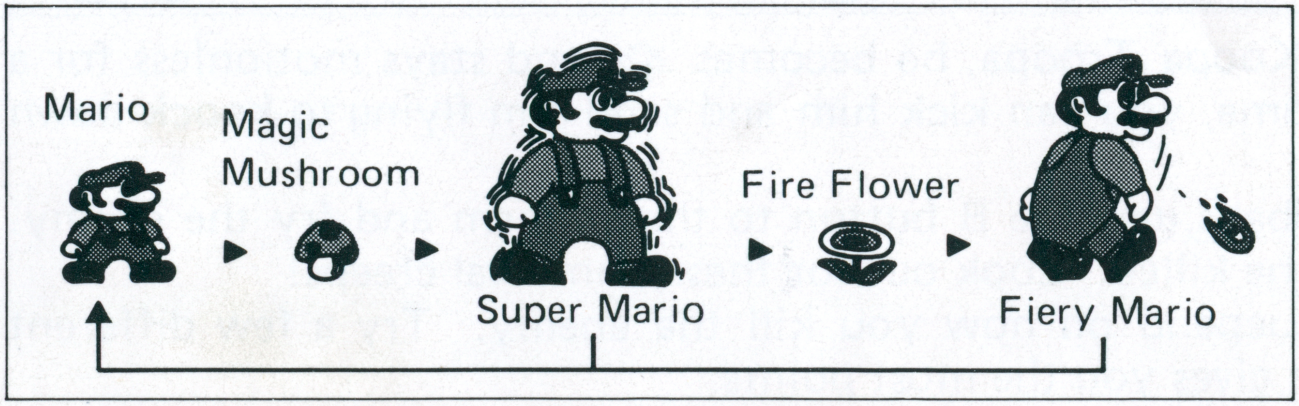
Magic Mushroom

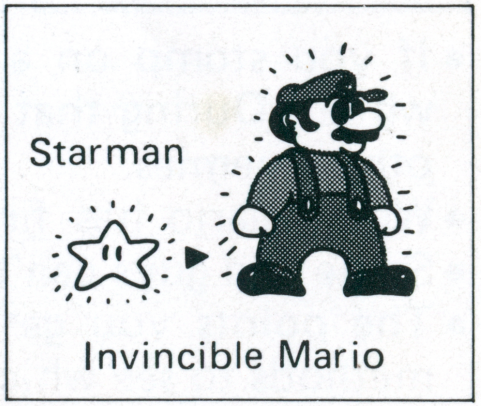


Fire Flower



Starman



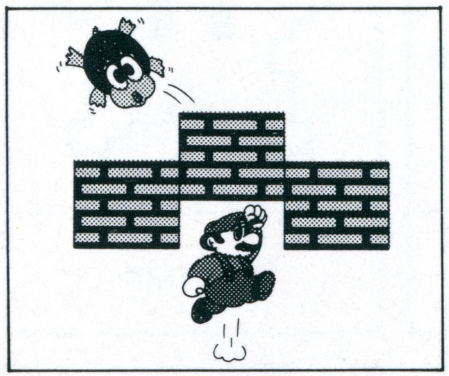


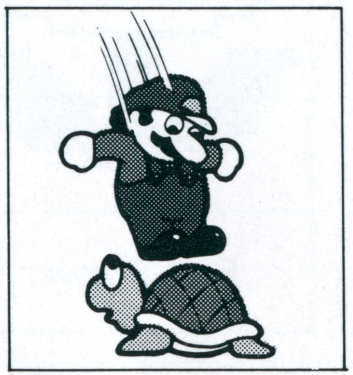
(return to regular Mario when bumped into by a bad guy)

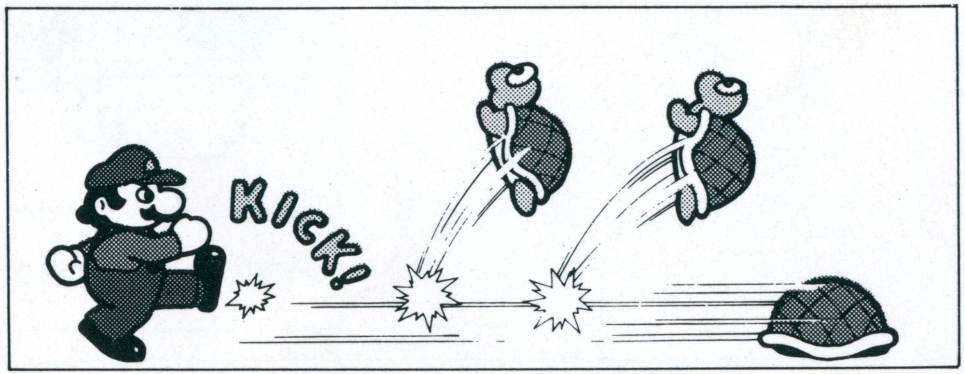
* When Super Mario or Fiery Mario are bumped into by a bad guy, they don't die but simply return to their old regular-Mario selves.
* For a short while after turning back into his regular-Mario self, Mario flickers. During this time, he can not be killed by bad guys (he's invincible).

How to topple the Turtle Tribe

- Bad guys on top of the bricks can be taken care of by punching from below. Bad guys on the ground can be done in by jumping on top of them. If you bump into an enemy from the side or from below, you die.
  * When in the water, no matter what direction you hit the bad guys from you die.





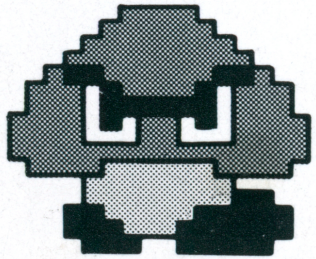


- If you stomp on a Koopa Troopa, he becomes and stays motionless for a while. During that time, you can kick him and send him flying to knock down other enemies.
- When Mario has fireballs, use the B button to throw them and fry the enemy.
- Some bad guys can't be killed. Look out for these immortal creeps!
- The points you get depend on how you kill the enemy. Try a few different methods to see which gives you the most points.

Beware! The following are deadly:

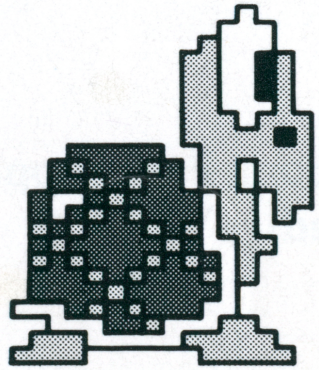
- Bumping into members of the Turtle Tribe and other baddies. Walking into flames.
- When you bump into a you had once kicked.
  * However, Super Mario turns into regular Mario and the game continues at that spot.
- When you fall into a pit or get sucked down a drain.
- Time runs out.

Little Goomba



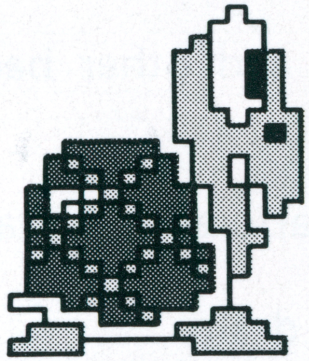
A mushroom who betrayed the Mushroom Kingdom.
One stomp and he dies . . . . . .100 PTS.

Koopa Troopa (green)



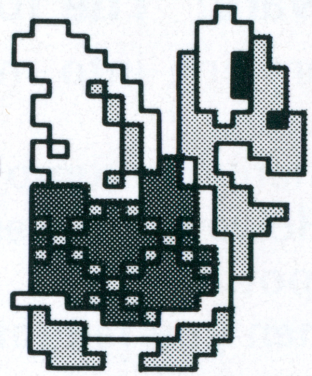
Soldier of the Turtle Empire, his orders are to find and destroy Mario. Jump on him and he stops moving for a while.
. . . . . 100 PTS.

Koopa Troopa (red)



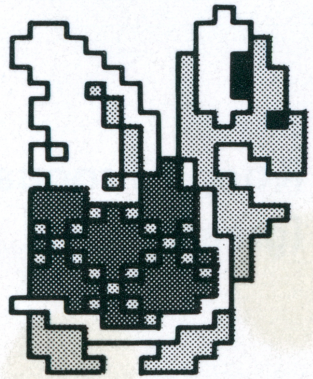
This turtle is chicken! Very timid, he gets scared easily and runs back and forth a lot. Jump on him and he stops moving for a while.. . . . . .100 PTS.

Koopa Paratroopa (green)



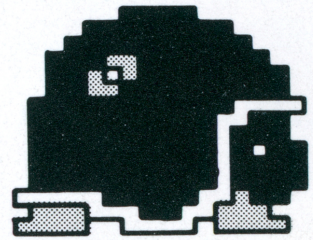
A bit out of control, he wings around aimlessly and comes at you all of a sudden. Stomp on him and he loses his wings. . . . . .400 PTS.

Koopa Paratroopa (red)



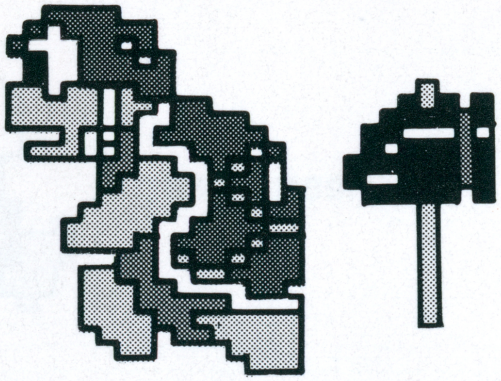
This turtle is under control, but likes to take it easy. Stomp on him and he loses his wings.. . . . . .400 PTS.

Buzzy Beetle



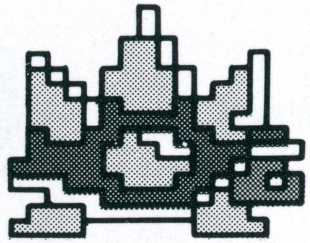
Quite the toughy, fireballs don't even faze him.. . . . . .100 PTS.

The Hammer Brothers



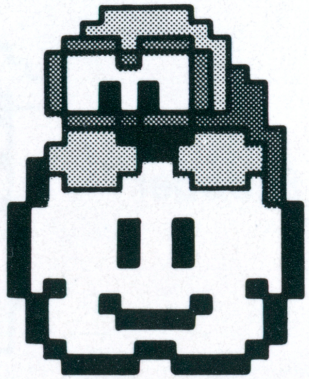
These wily twin-brother turtles come at you throwing hammers. . . . . 1000 PTS.

Spiny



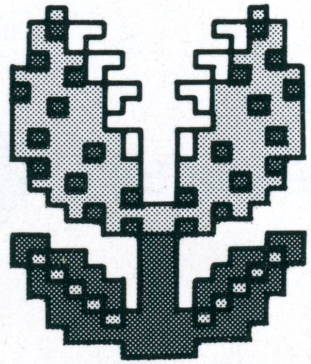
Lakitu's pet, but a wild fighter. You can't kill him by jumping on top of him . . . . . 200 PTS.

Lakitu



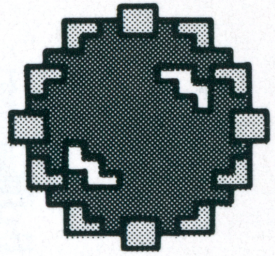
The mysterious turtle who controls the clouds. He chases after Mario and drops Spiny's eggs on top of him. . . . .200 PTS.

Pirana plants



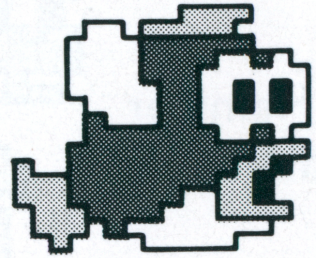
Man-eating plants that live in the flower-pots. They show their faces quickly and without warning, so watch out! You can't kill them by jumping on top of them . . . . . .200 PTS.

Spiny's eggs



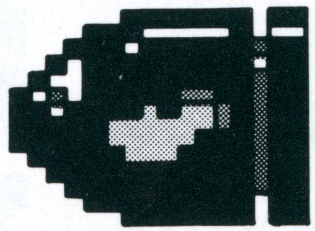
Eggs of the turtle Spiny, pet of Lakitu. You can't destroy them by jumping on them. . . . . .200 PTS.

Cheep-cheep



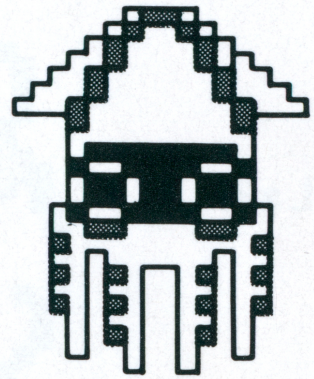
Usually found in the water, but also sprouts wings and flies so you have to be careful in the air too. Can't be killed from above while she's in the water. . .200 PTS.

Bullet Bill



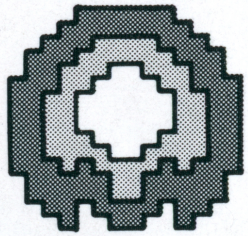
Chases after Mario slowly but steadily. You can kill him by jumping onto him from above. . . . . .200 PTS.

Bloober



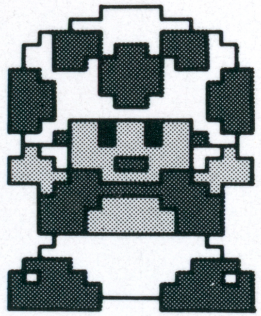
Chases stubbornly after Mario; a guy to look out for. You can't kill him by jumping on top of him. . . . . .200 PTS.

Podoboo



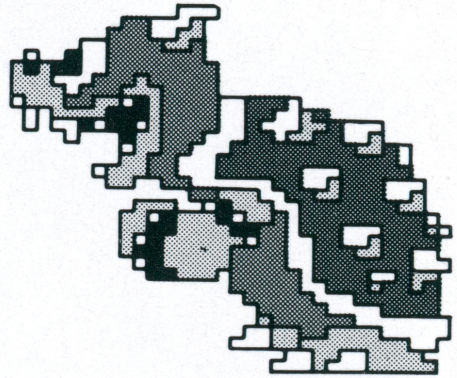
Protector of the great sorcerer Koopa king, he comes flying out of the lake of fire inside the Koopa king's castle.

Mushroom retainers



Seven Mushrooms who originally served in the court of Princess Toadstool, but are now under the spell of the evil Koopa king.

Bowser, King of the Koopa



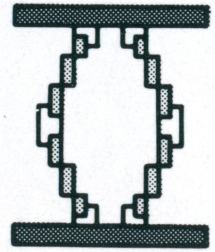
The sorcerer king holding Princess Toadstool captive in the last castle. He comes at you spitting fire. There are several ways to kill him, but you only get points if you use fireballs.

. . . . . ??? PTS.

Princess Toadstool

Princess of the Mushroom Kingdom, she is the only one who can break the spell of the evil Koopa king.

Jumping board

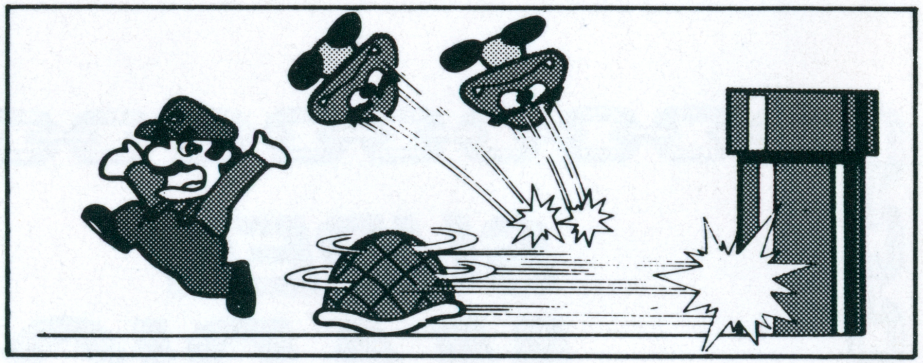


If Mario jumps onto it, it goes up and down. Pushing the A button when the jumping board is all the way up makes Mario jump superhigh.

SUPER MARIO BROS.

Secret Tricks

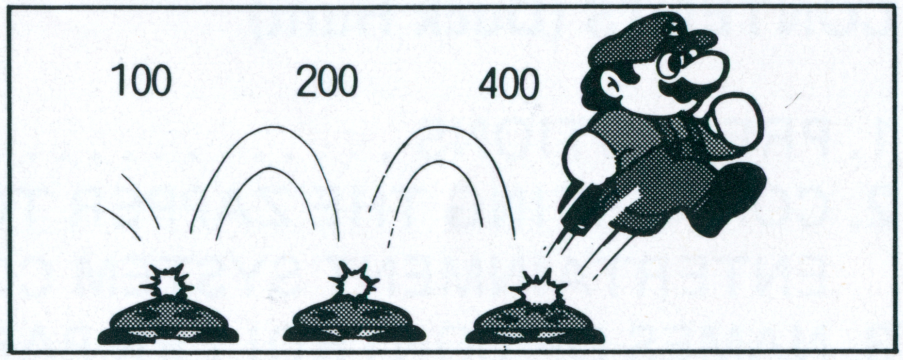
Bulldozer attack



- Kick one of the turtles and then run right behind it (use the B button) and your path will be cleared for you as your enemies are sent flying.
  * Just look out for ricochets. If the turtle runs into a pipe, your attack will backfire and you'd better move fast to keep from getting swept off yourself.
- If you want to get a lot of points, be sure not to leave any enemies alive behind you, since the more enemies you kill the more new ones appear. Especially, when using the "bulldozer attack," make sure all the enemies on the screen are wiped out before continuing to the right.
- Because the screen moves from left to right, there are enemies off the edge of the screen that can't be seen. You can't kill enemies you can't see by sending a turtle off the screen after them. Why not? Maybe they jump over the enemy when Mario isn't looking . . . !
  Strangely enough, however, if a kicked turtle bumps into a pipe off the screen, it comes ricocheting back at Mario. If you hear the sound of a ricochet, jump right away so you'll be ready when it comes flying back onto the screen.
- When a turtle comes ricocheting back at you, it's possible (for a real pro, that is) to stomp on the turtle one more time and stop it.
- There are plenty of other tricks — see if you can discover them on your own.

Chain-reaction techniques

- Use the old "Domino Effect" (ask your parents) to wipe out a bunch of bad guys one after the other to get high points.
- Each coin you grab is worth 200 points. If you collect 100 coins, besides the points for the coins you also get an extra Mario. Without a doubt, a lot of coins are tucked away somewhere . . . (why do ya' suppose this is under "Chain-reaction Techniques?").



Top Secret

* You get 50 points for each brick you smash . . . try punching lots of different places.
* There are several different ways to get an extra Mario . . . try to figure them out for yourself.
* At the end of an area (after you jump onto the flagpole), fireworks may go off, and for each explosion you get 500 points. The reason the fireworks go off is a secret; see if you can figure it out.

CONTENTS (Duck Hunt)

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DUCK HUNT®

This game requires the Zapper,™ Light Gun Attachment.

OBJECT OF THE GAME/GAME DESCRIPTION

This fast action target game takes you into the marshes with your trusted hunting dog at your side. He'll flush out your prey, then it's split second timing and sharp shooting accuracy to bag these ducks. Take on one duck or two at a time, and then as a true test of marksmanship, try clay shooting — the ultimate challenge!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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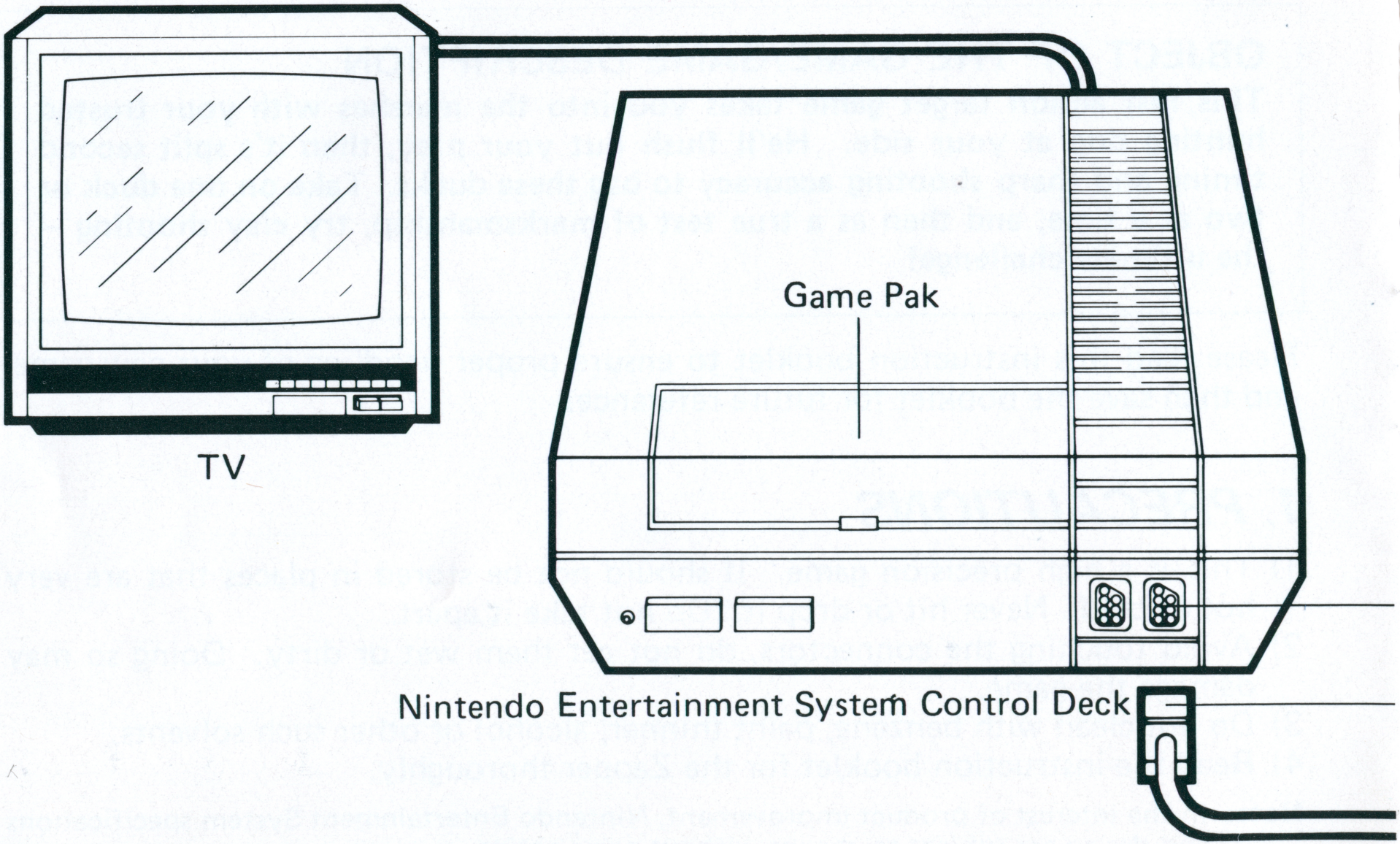
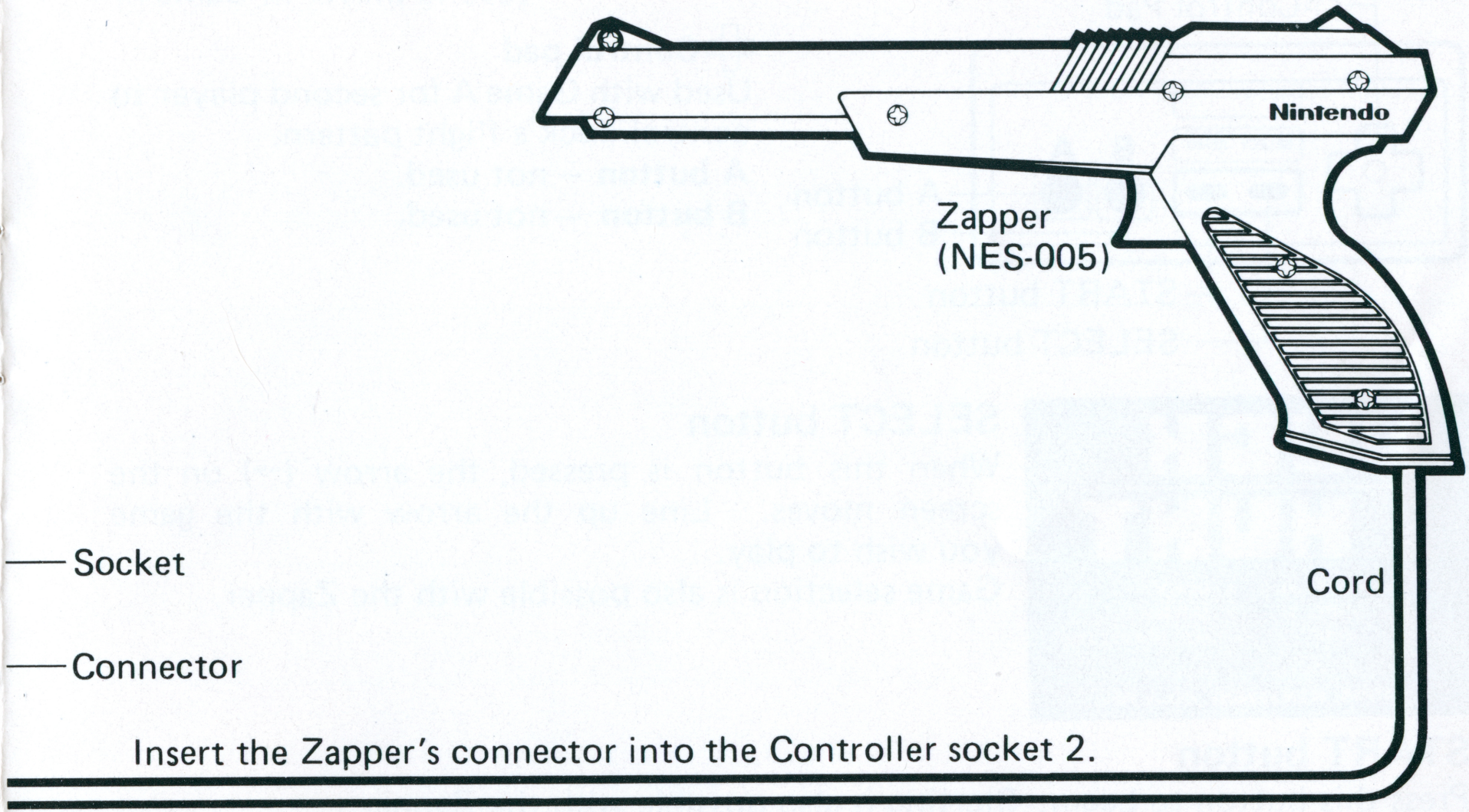
2. CONNECTING THE ZAPPER TO THE NINTENDO



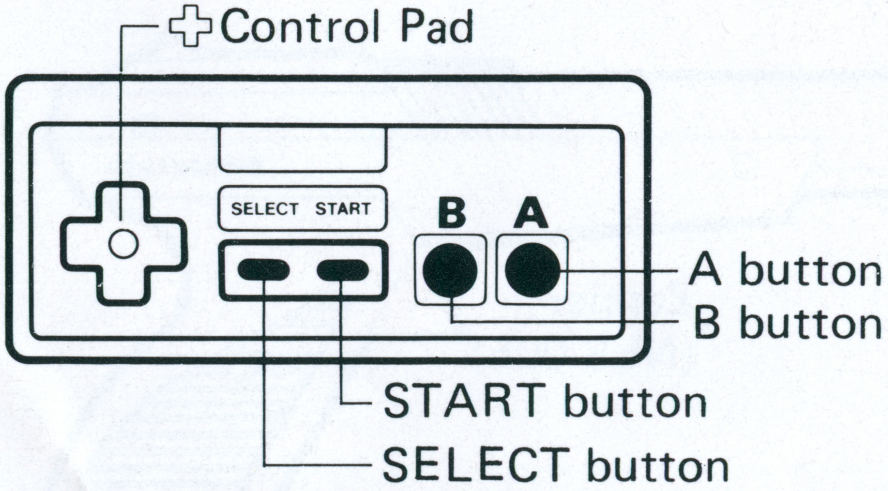
ENTERTAINMENT SYSTEM CONTROL DECK



Insert the Zapper's connector into the Controller socket 2.

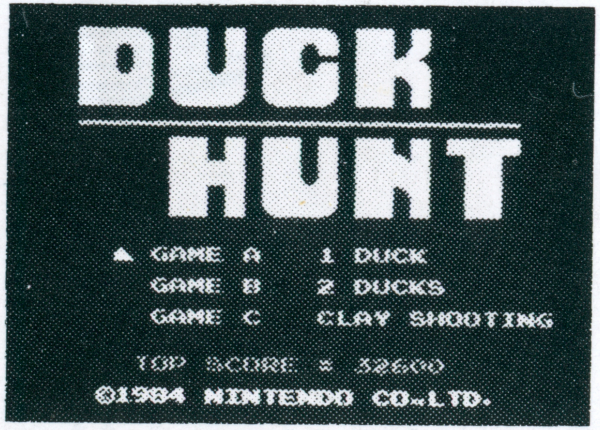
3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



Controller 1 – START/SELECT or for second player in Game A

Control pad
Used with Game A for second player to control duck's flight pattern.
A button – not used.
B button – not used.



SELECT button

When this button is pressed, the arrow (→) on the screen moves. Line up the arrow with the game you wish to play.
Game selection is also possible with the Zapper.

START button

Press this button to begin. Starting is also possible with the Zapper.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue play. The game will continue from where you left off.

* The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

4. OPERATING THE ZAPPER

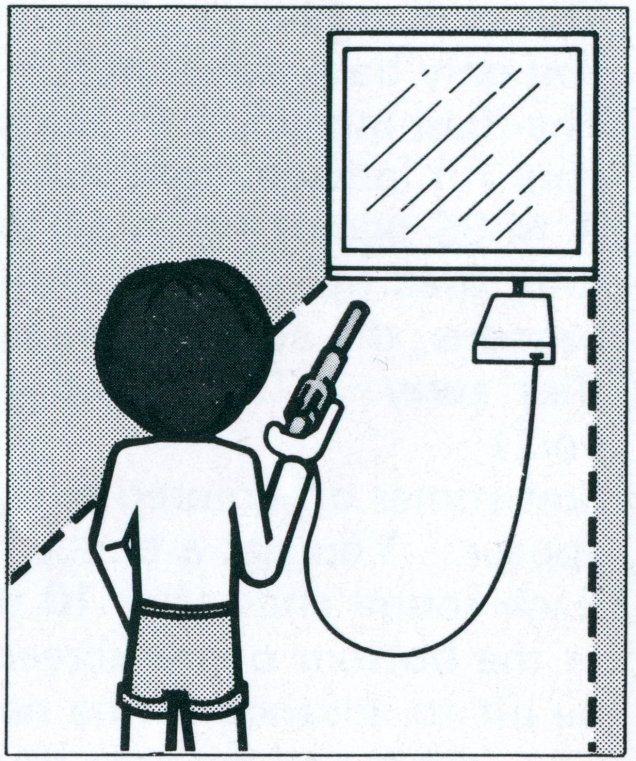
Target range: approx. 6 feet

* The target range depends somewhat on the size of your TV.

Adjusting the TV screen

* The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Selecting and starting games with the Zapper



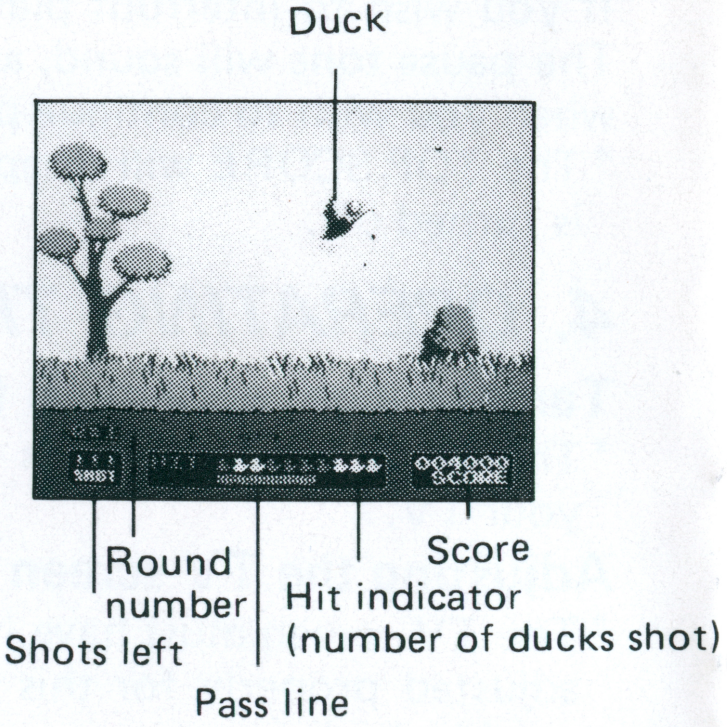
* Point the Zapper away from the screen with the game menu displayed, and shoot. The arrow (→) will move.
* Line up the arrow (→) with the game you wish to play, and then shoot directly at the screen. The game you selected will start.
* Some TVs may not be adjusted properly for the game. Please adjust the picture controls if the game doesn't start when the Zapper is fired at the screen.

5. HOW TO PLAY

Game A:

In this game you hunt ducks one at a time.

* When the hound finds a duck, it barks and jumps into the thicket. Ducks will then fly up one at a time. (The ducks will fly up from various locations.)
* The duck flies around the screen for a few seconds. This is your chance. Aim and shoot! But remember, you only have three shots.
* The flashing duck at the bottom of the screen is your hit indicator and will turn red if a hit is scored.
* A MISS occurs when all three shots are unsuccessfully used up, or when time has run out. When this happens, the color of the sky changes, and the duck flies away. (The hound comes out and laughs at you.)
* Sometimes off-colored blue or off-colored red ducks appear. You get a bonus score for shooting these.



* Each round ends after 10 ducks have flown out of the thicket. The PASS LINE at the bottom of the screen indicates the minimum number of ducks that must be hit to advance to the next round. If you hit this number of ducks or more, you advance to the next round; otherwise, the game ends.
* The ducks fly faster, and the number of ducks in the PASS LINE increases as you advance to later rounds.

[2 Players:]

GAME A can also be played with two players.

* One player is the hunter. The other player controls the ducks horizontally and vertically with the control pad, trying to avoid the hunter's shots until the sky color changes. (Ducks automatically escape when the sky color changes.)

GAME B (Duck Hunt)

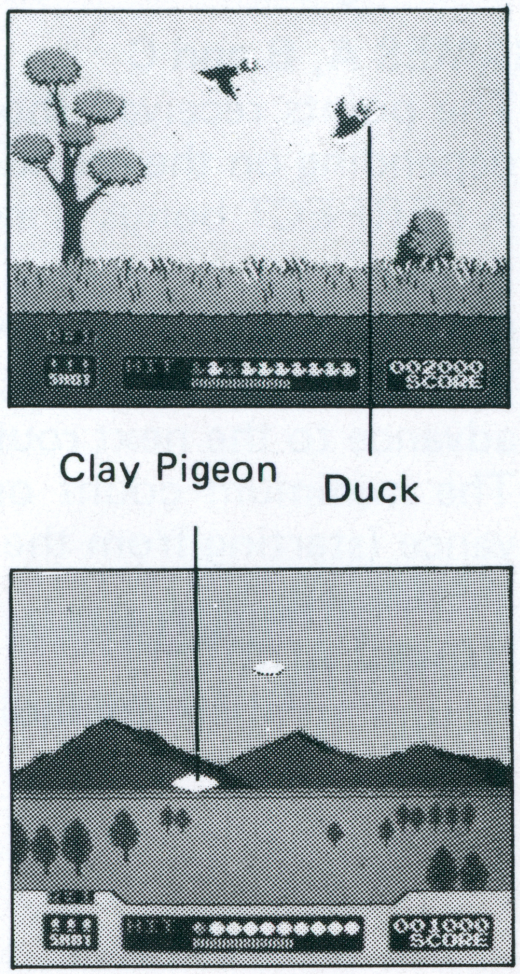
In this game, two ducks fly up at the same time.

* The game is played in the same way as GAME A, but the color of the sky doesn't change.
* This game can only be played with one player.

GAME C (Clay Shooting)

This game is a version of trapshooting.

* Clay pigeons spring out and fly away in the distance two at a time. Aim carefully, and shoot them.
* The clay pigeons become small very quickly as they fly away. It is easier to shoot them when they are close.
* As in GAMES A and B, a PASS LINE indicates the minimum count necessary to advance to the next round. The game ends if the minimum is not achieved.



[Shots:]

GAME A ..... Three shots per duck
GAME B ..... Three shots per two ducks
GAME C ..... Three shots per two clay pigeons

[Scoring:]

GAMES A, B and C

* The points received show up on the screen wherever a hit is made. Points differ depending on the round.
* A PERFECT bonus is awarded when a round is ended without a MISS.

[Advancing to the next round]

* If the hit indicator has reached the PASS LINE at the end of the round, you advance to the next round; otherwise, the game is over.
* The minimum count on the PASS LINE gradually increases as the rounds advance (starting from the 10th round).

[Round number]

* Round numbers are indicated with "R = "

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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Printed in Japan